

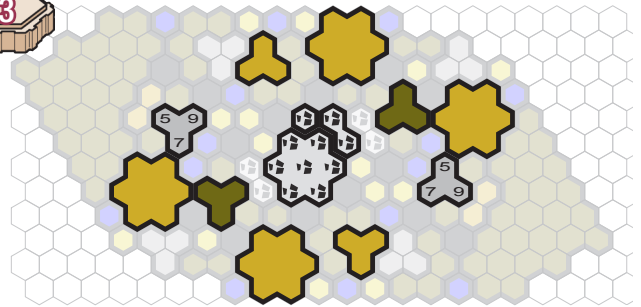
NEGATIVE ZONE BATTLEFIELD



Required Sets: Swarm of the Marro Master Set™, 2 Battle for the Underdark Master Sets™

The Negative Zone is a dimension largely uninhabited and is the center of an antimatter universe. Destitute and full of worm-holes, it has been visited few times, however it is inhabited and ruled over by Annihilus, the most powerful being that the universe has ever known. He rules over the desolate wasteland with an iron fist and his Cosmic Control Rod.

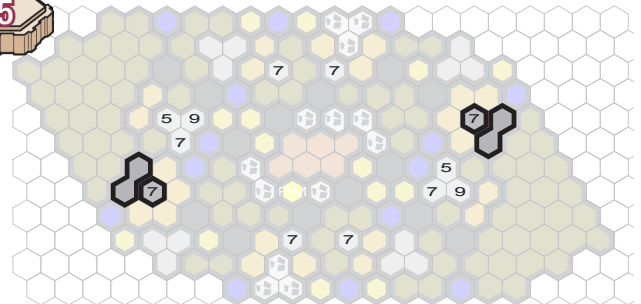
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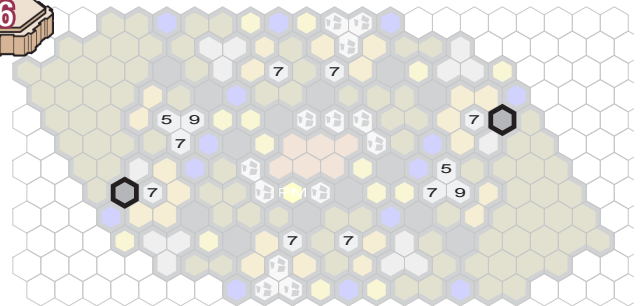
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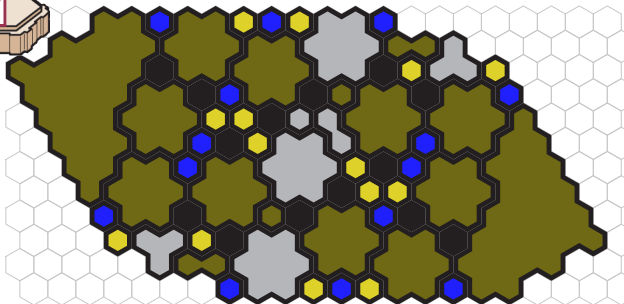
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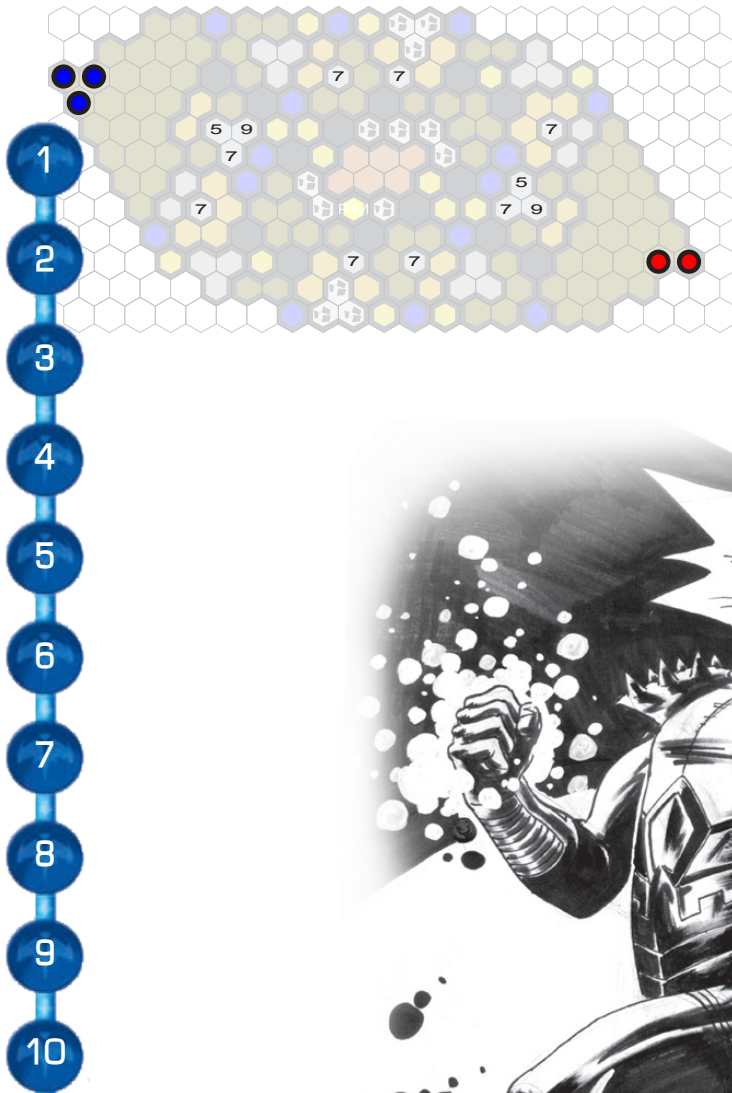


MASTER GAME - Through the Looking Glass (2 players)

Following Doom to into the Negative Zone you must now secure the Cosmic Control Rod and exit through the portal alive.

Player 1's Goal: Obtain the Cosmic Control Rod and make it back through the portal.

Player 2's Goal: Stop the Earthling thieves from making off with your Cosmic Control Rod.



Setup: Place the Glyph of Probability Manipulator power-side up on the spot designated on the map.

Player 1 drafts an army of 3 Unique Heroes that are Adventurers or Scientists and have the Super Strength special power. Player 2 brings a pre-made army of Doctor Doom and Annihilus.

Player 1's figures start in the blue start-zone. Player 2's figures start in the red start-zone.

Special Rules:

Portal Jump: When a figure moves onto a shadow space, that figure may immediately be placed on any other shadow space within 4 spaces and then that figure may continue its move, but figures may not Portal Jump more than once per turn. Figures that are on a shadow space will take any leaving engagement attacks if they choose to Portal Jump to another shadow space. After a figure that is not an Arthrian portal jumps through a shadow space, immediately roll 1 attack die. If a skull is rolled, the figure receives one wound.

Victory: Player 1 wins when an Order Marker is revealed on an Army Card in Player 1's Army, and that figure is equipped with the Glyph of Cosmic Control Rod while standing on a Player 1 starting zone space. Player 2 wins when all of Player 1's figures have been destroyed or if the Battle reaches the end of round 10.

